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APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.
10/737,143	12/15/2003	Scott Campbell	PA2608US	6356

22830 7590 05/15/2007
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EXAMINER

TORIMIRO, ADETOKUNBO OLUSEGUN

ART UNIT	PAPER NUMBER
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3714

MAIL DATE	DELIVERY MODE
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05/15/2007

PAPER

Please find below and/or attached an Office communication concerning this application or proceeding.

The time period for reply, if any, is set in the attached communication.

Office Action Summary

Application No.

10/737,143

Applicant(s)

CAMPBELL, SCOTT

Examiner

Adetokunbo O. Torimiro

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-- The MAILING DATE of this communication appears on the cover sheet with the correspondence address --

Period for Reply

A SHORTENED STATUTORY PERIOD FOR REPLY IS SET TO EXPIRE 3 MONTH(S) OR THIRTY (30) DAYS, WHICHEVER IS LONGER, FROM THE MAILING DATE OF THIS COMMUNICATION.

- Extensions of time may be available under the provisions of 37 CFR 1.136(a). In no event, however, may a reply be timely filed after SIX (6) MONTHS from the mailing date of this communication.
- If NO period for reply is specified above, the maximum statutory period will apply and will expire SIX (6) MONTHS from the mailing date of this communication.
- Failure to reply within the set or extended period for reply will, by statute, cause the application to become ABANDONED (35 U.S.C. § 133). Any reply received by the Office later than three months after the mailing date of this communication, even if timely filed, may reduce any earned patent term adjustment. See 37 CFR 1.704(b).

Status

- 1) ☒ Responsive to communication(s) filed on 22 February 2007.
- 2a) ☒ This action is **FINAL**. 2b) ☐ This action is non-final.
- 3) ☐ Since this application is in condition for allowance except for formal matters, prosecution as to the merits is closed in accordance with the practice under *Ex parte Quayle*, 1935 C.D. 11, 453 O.G. 213.

Disposition of Claims

- 4) ☒ Claim(s) 1-6, 8-19, and 21-39 is/are pending in the application.
- 4a) Of the above claim(s) _____ is/are withdrawn from consideration.
- 5) ☐ Claim(s) _____ is/are allowed.
- 6) ☒ Claim(s) 1-6, 8-19, and 21-39 is/are rejected.
- 7) ☐ Claim(s) _____ is/are objected to.
- 8) ☐ Claim(s) _____ are subject to restriction and/or election requirement.

Application Papers

- 9) ☐ The specification is objected to by the Examiner.
- 10) ☐ The drawing(s) filed on _____ is/are: a) ☐ accepted or b) ☐ objected to by the Examiner.
Applicant may not request that any objection to the drawing(s) be held in abeyance. See 37 CFR 1.85(a).
Replacement drawing sheet(s) including the correction is required if the drawing(s) is objected to. See 37 CFR 1.121(d).
- 11) ☐ The oath or declaration is objected to by the Examiner. Note the attached Office Action or form PTO-152.

Priority under 35 U.S.C. § 119

- 12) ☐ Acknowledgment is made of a claim for foreign priority under 35 U.S.C. § 119(a)-(d) or (f).
- a) ☐ All b) ☐ Some * c) ☐ None of:
1. ☐ Certified copies of the priority documents have been received.
 2. ☐ Certified copies of the priority documents have been received in Application No. _____.
 3. ☐ Copies of the certified copies of the priority documents have been received in this National Stage application from the International Bureau (PCT Rule 17.2(a)).

* See the attached detailed Office action for a list of the certified copies not received.

Attachment(s)

- 1) ☒ Notice of References Cited (PTO-892)
- 2) ☐ Notice of Draftsperson's Patent Drawing Review (PTO-948)
- 3) ☒ Information Disclosure Statement(s) (PTO/SB/08)
Paper No(s)/Mail Date 03/05/2007.
- 4) ☐ Interview Summary (PTO-413)
Paper No(s)/Mail Date. _____
- 5) ☐ Notice of Informal Patent Application
- 6) ☐ Other: _____

DETAILED ACTION

1. The amendment received on 02/22/2007 has been considered. It has been noted that claims 1,3-6,8-19, and 21-35 have been amended. Claims 7 and 20 are cancelled. New claims 36-39 have been added.

Claim Rejections - 35 USC § 103

2. The following is a quotation of 35 U.S.C. 103(a) which forms the basis for all obviousness rejections set forth in this Office action:

(a) A patent may not be obtained though the invention is not identically disclosed or described as set forth in section 102 of this title, if the differences between the subject matter sought to be patented and the prior art are such that the subject matter as a whole would have been obvious at the time the invention was made to a person having ordinary skill in the art to which said subject matter pertains. Patentability shall not be negated by the manner in which the invention was made.

3. Claims 1-6,8-19, and 21-39 are rejected under 35 U.S.C. 103(a) as being unpatentable over Watanabe et al (US 5,717,848) in view of Lukkarila et al (US 4,068,847).

Re claim 1: Watanabe et al teaches a method of utilizing vectors / *magnitude and direction* in a video game comprising computing / *calculating* a plurality of vectors / *magnitude and direction* along one or more graphical paths / *motion path*, each of the one or more graphical paths / *motion path* associated with a game object / *object* that previously traversed the graphical path, and displaying the plurality of computed vectors / *magnitude and direction* along the one or more graphical paths / *motion path*, wherein the computed vector affects the motion of the game object during a subsequent traversal / *preceding* of the graphical path (see abstract; lines col.2, lines 1-11 and lines 49-59).

However, Watanabe et al fails to teach in a video game, graphical paths as a visual string of colored path markers, the color of each of the path markers in the visual string of path markers

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indicating a computed vector from amongst the plurality of computed vectors.

Lukkarila et al teaches in a video game, graphical paths as a visual string of colored path markers, the color of each of the path markers in the visual string of path markers indicating a computed vector from amongst the plurality of computed vectors (see col.1, lines 15-18 and lines 56-63).

Therefore it would have been obvious to one of ordinary skill in the art at the time the invention was made to include the combination of Watanabe et al and Lukkarila et al so as to have a display of color path markers along the graphical path that may be illustrative of various vector forces in a game and graphic environment.

Re claim 2: Watanabe et al teaches the method wherein the plurality / *start point and end point* of vectors / *magnitude and direction* are a plurality of net resultant force vectors / *magnitude and direction of a velocity* (see col.2, lines 41-48).

Re claim 3: Watanabe et al teaches the method wherein computing / *calculating* the plurality of vectors includes computing the plurality of vectors based upon phenomenological / *information representation corresponding to position of object laws* (see col.3, lines 13-19).

Re claim 4: Watanabe et al teaches the method wherein computing / *calculating* the plurality of vectors includes computing the plurality of vectors based on physical laws of nature / *time* (see col.3, lines 13-19).

Re claim 5: Watanabe et al teaches the method wherein computing / *calculating* the plurality of vectors occurs in real time (see **col.3, lines 13-19**).

Re claim 6: Watanabe et al teaches the method further comprising displaying a state of the game object (see **col.28, lines 25-39**).

Re claims 8-10: Watanabe et al teaches the method further comprising displaying an indication of an elapsed time of a current video game session (see **Fig. 34; col.7, lines 47-63; col.10, lines 42-44; and col.28, lines 25-39**); wherein the indication of the elapsed time of the current video game session is displayed if the elapsed time of a previous video game session is greater than the elapsed time of the current video game session; wherein the indication of the elapsed time of the current video game session is displayed if the elapsed time of a previous video game session is less than or equal to the elapsed time of the current video game session (see **Fig. 34; col.7, lines 47-63 and col.10, lines 42-44**).

However, Watanabe et al fails to teach displaying indication in conjunction with the visual string of path markers; displaying another colored path marker of the selected color in the visual string of colored path markers.

Lukkarila et al teaches displaying indication in conjunction with the visual string of path markers; displaying another colored path marker of the selected color in the visual string of colored path markers (see **col.1, lines 15-18 and lines 56-63**).

Therefore it would have been obvious to one of ordinary skill in the art at the time the invention was made to include the combination of Watanabe et al and Lukkarila et al so as to

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have a display of color path markers along the graphical path that may be illustrative of various vector forces in a game and graphic environment.

Re claim 11: Watanabe et al teaches the method wherein the state of the game object / *object position* is an “on the ground” state / *position* (see Fig. 14; col.11, lines 57-64).

Re claim 12: Watanabe et al teaches the method wherein the state of the game object / *object position* is an “airborne” state / *position* (see Fig. 14; col.11, lines 57-64).

Re claim 13: Watanabe et al teaches the method wherein the state of the game object / *object position* is a “crashed” state / *position* (see Fig. 14; col.11, lines 57-64).

Re claim 14: Watanabe et al teaches the method wherein the previous / *old* traversal of the graphical path is a best time run (see abstract; col.40, lines 53-59).

Re claim 15: Watanabe et al teaches the method wherein the previous / *old* traversal of the graphical path is a run selected from one or more previous / *old* runs (see Fig. 20a and 20b; abstract; col.16, lines 30-39).

Re claim 16: Watanabe et al teaches the method further comprising storing the plurality of computed vectors along the one or more graphical paths in a data cache (205) (see Fig. 2; col.4, lines 17-18).

Re claim 17: Watanabe et al teaches the method wherein the displayed plurality of computer vectors are used to tune / *renew, update* game dynamics of the video game with respect to identifying vectors along the one or more graphical paths (see **Fig. 20a and 20b; col.16, lines 30-39**).

Re claim 18: Watanabe et al teaches a computer-readable storage (204) having embodied thereon a program, the program being executable by a machine to perform a method of utilizing vectors / *magnitude and direction* in a video game comprising computing / *calculating* a plurality of vectors / *magnitude and direction* along one or more graphical paths / *motion path*, each of the one or more graphical paths / *motion path* associated with a game object / *object* that previously traversed the graphical path, and displaying the plurality of computed vectors / *magnitude and direction* along the one or more graphical paths / *motion path* , wherein the computed vector affects the motion of the game object during a subsequent traversal / *preceding* of the graphical path (see **abstract, lines 21-23; col.2, lines 1-11 and lines 49-59**).

However, Watanabe et al fails to teach in a video game, graphical paths as a visual string of colored path markers, the color of each of the path markers in the visual string of path markers indicating a computed vector from amongst the plurality of computed vectors.

Lukkarila et al teaches in a video game, graphical paths as a visual string of colored path markers, the color of each of the path markers in the visual string of path markers indicating a computed vector from amongst the plurality of computed vectors (see **col.1, lines 15-18 and lines 56-63**).

Therefore it would have been obvious to one of ordinary skill in the art at the time

the invention was made to include the combination of Watanabe et al and Lukkarila et al so as to have a display of color path markers along the graphical path that may be illustrative of various vector forces in a game and graphic environment.

Re claim 19: Watanabe et al teaches the computer-readable storage (204) further comprising displaying a state of the game object (see Fig. 2; col.28, lines 25-39).

Re claims 21-23: Watanabe et al teaches the computer-readable storage (204) medium further comprising displaying an indication of an elapsed time of a current video game session (see Fig. 34; col.7, lines 47-63; col.10, lines 42-44; and col.28, lines 25-39); wherein the indication of the elapsed time of the current video game session is displayed if the elapsed time of a previous video game session is greater than the elapsed time of the current video game session; wherein the indication of the elapsed time of the current video game session is displayed if the elapsed time of a previous video game session is less than or equal to the elapsed time of the current video game session (see Fig. 34; col.7, lines 47-63 and col.10, lines 42-44).

However, Watanabe et al fails to teach displaying indication in conjunction with the visual string of path markers; displaying another colored path marker of the selected color in the visual string of colored path markers.

Lukkarila et al teaches displaying indication in conjunction with the visual string of path markers; displaying another colored path marker of the selected color in the visual string of colored path markers (see col.1, lines 15-18 and lines 56-63).

Therefore it would have been obvious to one of ordinary skill in the art at the time

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the invention was made to include the combination of Watanabe et al and Lukkarila et al so as to have a display of color path markers along the graphical path that may be illustrative of various vector forces in a game and graphic environment.

Re claim 24: Watanabe et al teaches the computer-readable storage medium (204) wherein the previous / *old* traversal of the graphical path is a best time run (see **Fig. 20a and 20b; abstract; col.40, lines 53-59**).

Re claim 25: Watanabe et al teaches the computer-readable storage medium (204) further comprising storing the plurality of computed resultant force vectors in a data cache (205) (see **Fig. 2; col.4, lines 17-18**).

Re claim 26: Watanabe et al teaches an electronic entertainment system for utilizing vectors in a video game / *environment of animation* comprising a data cache (205) configured to store graphical path / *motion path* data associated with one or more previous video game sessions, wherein the graphical path data is further associated with a game object that traversed a graphical path corresponding to the graphical path data (see **abstract, lines 21-23**); a processor (203) configured to compute a plurality of force vectors associated with the game object that traversed one or more graphical paths / *motion path* during the one or more previous video game sessions; and a display device (101) configured to display the plurality of computed force vectors (see **Fig. 1 and 2; col.3, line 66; col.4, lines 6-18**).

However, Watanabe et al fails to teach in a video game, graphical paths as a visual string

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of colored path markers, the color of each of the path markers in the visual string of path markers indicating a computed vector from amongst the plurality of computed vectors.

Lukkarila et al teaches in a video game, graphical paths as a visual string of colored path markers, the color of each of the path markers in the visual string of path markers indicating a computed vector from amongst the plurality of computed vectors (see col.1, lines 15-18 and lines 56-63).

Therefore it would have been obvious to one of ordinary skill in the art at the time the invention was made to include the combination of Watanabe et al and Lukkarila et al so as to have a display of color path markers along the graphical path that may be illustrative of various vector forces in a game and graphic environment.

Re claim 27: Watanabe et al teaches the electronic entertainment system wherein the graphical path / *motion path* data includes data corresponding to the plurality of computed force vectors / *magnitude and direction* (see col.3, lines 13-19).

Re claim 28: Watanabe et al teaches the electronic entertainment system wherein the processor (202, 203) is further configured to compute a state of the game object (see Fig. 2; col.4, lines 12-18; col.28, lines 25-39).

Re claim 29: Watanabe et al teaches the electronic entertainment system wherein the processor (203) is further configured to retrieve from the data cache (205) the graphical path / *motion path* data associated with the game object that traversed the graphical path (see abstract,

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lines 21-23) during one of the one or more previous game sessions and for display by the display device **(see Fig. 2, 18a, and 18b; col.4, lines 15-25; col.10, lines 42-49).**

However, Watanabe et al fails to teach in a video game, graphical paths as a visual string of colored path markers.

Lukkarila et al teaches in a video game, graphical paths as a visual string of colored path markers **(see col.1, lines 15-18 and lines 56-63).**

Therefore it would have been obvious to one of ordinary skill in the art at the time the invention was made to include the combination of Watanabe et al and Lukkarila et al so as to have a display of color path markers along the graphical path that may be illustrative of various vector forces in a game and graphic environment.

Re claims 30 and 31: Watanabe et al teaches the electronic entertainment system wherein the processor (202, 203) is further configured to display an indicia / *icon* of elapsed time based upon an elapsed time of the current video game session and an elapsed time of the previous / *preceding* video game session; the electronic entertainment system wherein the processor (202, 203) is further configured to cause the display of an indicia of the state of the game object on the display device (101) **(see fig.2; abstract, lines 13-23).**

Re claim 32: Watanabe et al teaches the electronic entertainment system wherein the data cache configured to store the graphical path / *motion path* data is a memory card (602) **(see Fig. 6; col.7, lines 18-22).**

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Re claim 33: Watanabe et al teaches the electronic entertainment system wherein the processor (203) is further configured to generate and store graphical path / *motion path* data corresponding to the current video game session in the data cache (205) (see Fig. 2; col.4, lines 15-18).

Re claim 34: Watanabe et al teaches the electronic entertainment system wherein the processor (203) is further configured to store graphical path / *motion path* data of the current video game session in the data cache (205) as a best time / *renewed motion* run if a total elapsed time of the current video game session is less than total elapsed times associated with the one or more previous game sessions (see Fig. 2, 20a, and 20b; col.7, lines 47-63; col.10, lines 42-44; col.16, lines 30-39).

Re claim 35: Watanabe et al teaches a system of utilizing vectors / *magnitude and direction* in a video game comprising means for computing / *calculating* a plurality of vectors / *magnitude and direction* along one or more graphical paths / *motion path*, each of the one or more graphical paths / *motion path* associated with a game object / *object* that previously traversed the graphical path, and displaying the plurality of computed vectors / *magnitude and direction* along the one or more graphical paths / *motion path* , wherein the computed vector affects the motion of the game object during a subsequent traversal / *preceding* of the graphical path (see abstract; lines col.2, lines 1-11 and lines 49-59).

However, Watanabe et al fails to teach in a video game session, graphical paths as a visual string of colored path markers, the color of each of the path markers in the visual string of path

markers indicating a computed vector from amongst the plurality of computed vectors.

Lukkarila et al teaches in a video game session, graphical paths as a visual string of colored path markers, the color of each of the path markers in the visual string of path markers indicating a computed vector from amongst the plurality of computed vectors (see col.1, lines 15-18 and lines 56-63).

Therefore it would have been obvious to one of ordinary skill in the art at the time the invention was made to include the combination of Watanabe et al and Lukkarila et al so as to have a display of color path markers along the graphical path that may be illustrative of various vector forces in a game and graphic environment. **Claim 35 invokes 35 U.S.C 112, 6th.**

Re claims 36-39: Watanabe et al teaches the system, method, computer-readable storage medium, and electronic entertainment of utilizing vectors of the one or more graphical path associated with a game object.

However, Watanabe et al fail to teach wherein the game object is a player character under the control of a user playing a video game as a part of a game session on the electronic entertainment system.

Lukkarila et al teaches wherein the game object is a player character under the control of a user playing a video game as a part of a game session on the electronic entertainment system (see col.1. lines 15-18).

Therefore it would have been obvious to one of ordinary skill in the art at the time the invention was made to include the combination of Watanabe et al and Lukkarila et al so

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has to have a means of operating and controlling the game object, and also since it is obvious that for a video game, the game object is a player character controlled by the game player.

Response to Arguments

4. Applicant's arguments on Claims 1-6,8-19, and 21-39 have been considered but are moot in view of the new grounds of rejection.

The Applicants correction in regards to the Objection to the specification and Claim objection is accepted therefore, that objection has been withdrawn.

Conclusion

5. Applicant's amendment necessitated the new ground(s) of rejection presented in this Office action. Accordingly, **THIS ACTION IS MADE FINAL**. See MPEP § 706.07(a). Applicant is reminded of the extension of time policy as set forth in 37 CFR 1.136(a). Applicant is reminded of the extension of time policy as set forth in 37 CFR 1.136(a).

A shortened statutory period for reply to this final action is set to expire THREE MONTHS from the mailing date of this action. In the event a first reply is filed within TWO MONTHS of the mailing date of this final action and the advisory action is not mailed until after the end of the THREE-MONTH shortened statutory period, then the shortened statutory period will expire on the date the advisory action is mailed, and any extension fee pursuant to 37 CFR 1.136(a) will be calculated from the mailing date of the advisory action. In no event,

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however, will the statutory period for reply expire later than SIX MONTHS from the mailing date of this final action.

Any inquiry concerning this communication or earlier communications from the examiner should be directed to Adetokunbo O. Torimiro whose telephone number is (571) 270-1345. The examiner can normally be reached on Mon-Fri (8am - 4pm).

If attempts to reach the examiner by telephone are unsuccessful, the examiner's supervisor, Robert Pezzuto can be reached on (571) 272-6996. The fax phone number for the organization where this application or proceeding is assigned is 571-273-8300.

AOT

 5/11/07
KIM NGUYEN
PRIMARY EXAMINER